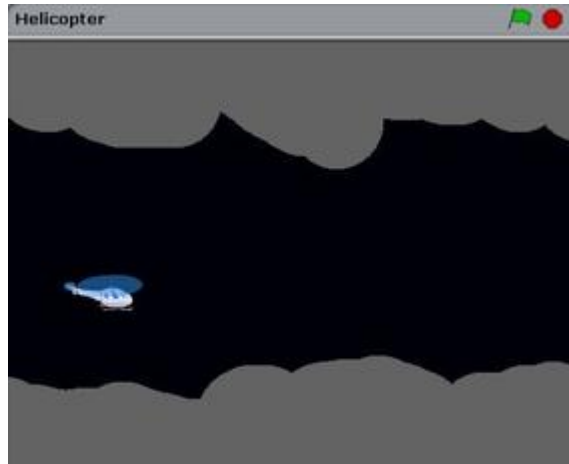


==For a more complex game try this==

Helicopter Game (Level 4)



Instructions:

Importing graphics -

- Sprite \ Costumes \ Import a graphic
- Or drag and drop from Explorer into the sprite. Does same as Import from within Scratch.
- Delete the cat sprite (under costumes; X out)

The background - Cave

- Down bottom right is Stage. click this. Click backgrounds tab Can import an existing image as your background OR
- Click on edit
- Choose colour black and use bucket tool then click to fill entire background black.
- To create a cave effect, choose paint brush, a larger brush, colour grey and then draw the top and bottom edges.

Motion - *Downward motion*

- Click on sprite 1 \ Scripts Control\When flag clicked Looks \ Switch to costume helicopter2
- Control \ Forever
- Motion \ change y by -1 (*drop down slowly up and down is Y axis*) Test green flag make sure speed gradual)

Adding control: *Upward motion*

- Control \ When "up arrow" key pressed
- Motion \ Change y by 5 (*so when you hit up arrow it goes up*)

Adding control: *Forward motion*

- Motion \ Change x by 10 (*drag under above Change y setting in the forever loop. Test as you may need to change this*)

Setting a start position:

- Drag the helicopter to the position you want to nominate. Look at the bottom right of the screen and you will see an x and y value change as you move the sprite. Position it and then note the coordinates e.g. x:-190 y: 0
- Motion \ Go to x y coordinates *Put these coordinates in and then drag it under When green flag clicked i.e. so it positions the helicopter first. Test it.*

Crashing: e.g. hits the floor or ceiling.

- Control \ If
- Sensing \ Touching color (*use dropper to choose the colour of your cave edges*)
- Looks \ switch to costume import crash 1 graphic *Drag this IF into the FOREVER loop under Change x by and Change y by*

Game Over:

- Add to the IF Looks \ say "Game over " for 2 secs
- Then add underneath Game over Control \ Stop all

You win: If helicopter makes it to the end of the screen.

- Find x and y coordinates for end of the screen by positioning helicopter there (*right hand side of stage area*) e.g. around 240
- Control \ IF
- Operators \ Greater than (*arrow to the right*)
- Sensing \ X position of helicopter2 *in first square* is greater than *coordinate above* e.g. 240 coordinate
- Looks \ Say "You win" for 2 seconds
- Control \ Stop all
- Drag this IF into the forever loop below the other IF

Spinning Blade:

- Add to existing code - Looks \ Switch to costume helicopter 3.*after Change x by 1 to helicopter 3*
- Then add another Switch to costume helicopter4 after that
- And then back to Switch to costume helicopter2. *This gives an illusion the blades are moving*

A better explosion:

- Drag and drop the explosion images as additional costumes (*images folder from the s drive*)

- In the script, add Looks \ Switch to costumes multiple times into the *IF statement touching colour* and then change to the different explosion images for each.
- To slow down the explosion effect, Control \ Wait 0.1 seconds between each costume change

